

Lucent Technologies
Bell Labs Innovations



Tapeless Digital Answering System with Time/Day AS60

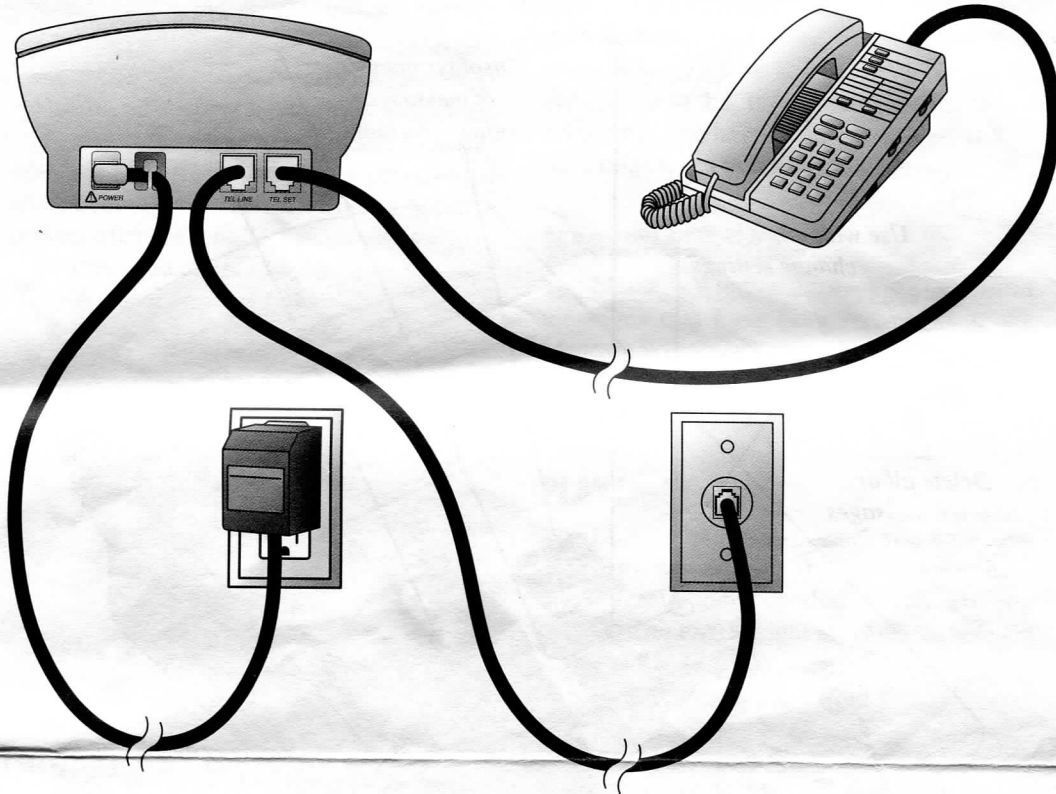
*Fold open this manual for information
about this telephone's installation and
operation. Please read **Part 1** —
Important Product Information,
included in this package.*



Part 2

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INSTALLATION



1 Connect the line cord.

Plug one end of the telephone line cord into the jack labeled **TEL LINE** on the back of the system. Plug the other end into a phone wall jack.


2 Connect the telephone.

NOTE: If you do not want to connect a telephone, skip to Step 3.

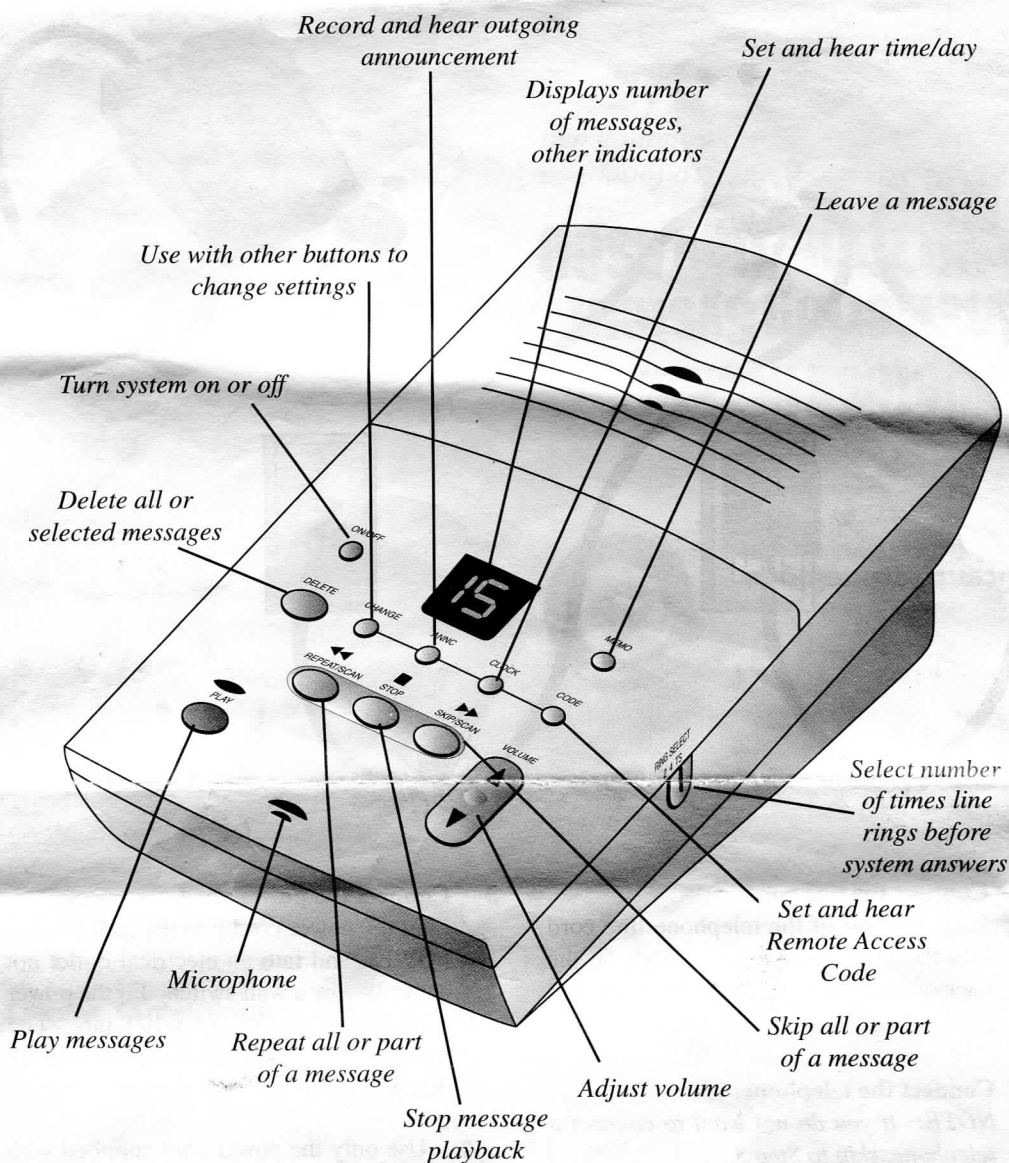
Plug the line cord from the telephone into the jack labeled **TEL SET** on the back of the system.

3 Connect the power cord.

Plug the power cord into the jack labeled **POWER** and into an electrical outlet not controlled by a wall switch. Fit the power cord behind the strain relief tab. The Message Window flashes **CL** to indicate that you need to set the clock.

 Use only the power cord supplied with this product. If you need a replacement, contact Lucent Technologies at 1 800 222-3111.

OPERATION



Setting the Clock

You'll need to set the clock so that it can record the day and time that each message is received.

- 1 Press and release **CHANGE**. The Message Window displays **CH**.
- 2 Press and release **CLOCK**. The current day setting is announced.
- 3 To change the day setting, hold down **SKIP/SCAN** or **REPEAT/SCAN** until the correct day is announced. Then release the button.
- 4 Press and release **CLOCK**. The current hour setting is announced.
- 5 To change the hour setting, hold down **SKIP/SCAN** or **REPEAT/SCAN** until the correct hour is announced. Then release the button.
- 6 Press and release **CLOCK**. The current minutes setting is announced.
- 7 To change the minutes setting, hold down **SKIP/SCAN** or **REPEAT/SCAN** until the correct minutes setting is announced. Then release the button.
- 8 Press and release **CLOCK**. The new day and time are announced.

*To check the clock, press and release **CLOCK**.*

439 70
437 9076

OPERATION

Recording Your Announcement

Before using this answering system, you should record the announcement (up to 3 minutes long) that callers will hear when the system answers a call. If you choose not to record an announcement, the system answers with a prerecorded announcement: "Hello. Please leave a message after the tone."

- 1 Press and release **CHANGE**. The Message Window displays **CH**.
- 2 Press and release **ANNC**. The system beeps. Speak toward the microphone normally, from about 9 inches away. While you are recording, the Message Window displays the elapsed time of your recording.
- 3 Press **STOP** when you are finished. The system automatically plays back your announcement.

To review your announcement, press and release **ANNC**.

Turning the System On/Off

Use **ON/OFF** to turn the system on and off. When the system is off, the Message Window is blank.

Volume Control

Use **VOLUME** button to adjust the volume of the system's speaker. Press the top arrow to increase volume. Press the bottom arrow to decrease volume.

Answering Calls

When the system answers a call, the caller hears the announcement you recorded, followed by a beep. After the beep, the system begins recording your caller's message. A caller can leave a message up to 3 minutes long. If the message is longer than 3 minutes, or if the caller is silent for more than 7 seconds, or if the system runs out of memory, the system beeps once and hangs up.

Frequent callers can skip over your announcement by pressing **#**.

Ring Select/Toll Saver

Use the **RING SELECT** switch on the right side of the system to select how many times

the line will ring before the system answers a call. Set to **2** for two rings, set to **4** for four rings, or set to **TS** for Toll Saver. When you set the system to **TS**, the system answers after 4 rings when you have no new messages, and after 2 rings when you have new messages.

Message Window

The Message Window displays the number of messages that have been recorded. If the Message Window displays **F**, then the memory is full and you'll need to delete messages before new ones can be recorded.

PLAY Light

The **PLAY** Light blinks when you have new messages, and remains steady when you have messages in memory that you've already played. The **PLAY** Light is off when there are no messages in memory.

Call Screening/Intercept

Set the system to answer calls, and set the volume control so you can hear the caller's message.

If you decide to take the call, lift the handset of any telephone on the same line. The system stops recording and resets to answer calls.

Listening to Your Messages

As the system plays back messages, the Message Window displays the number of the message playing. Before playing each message, the system announces the day and time the message was received. After playing the last message, the system announces "End of messages."

Play all messages — Press and release **PLAY**. If you have no messages, the system announces "No messages."

Play new messages only — Hold down **PLAY** for about 2 seconds, until the system begins playing. If you have no new messages, the system announces "No new messages."

Repeat entire message — Press and release **REPEAT/SCAN**.

Repeat part of message — Hold down **REPEAT/SCAN** for a few seconds, then release it to resume playing. The system beeps while the button is held down.

OPERATION

Skip to next message — Press and release **SKIP/SCAN**.

Skip part of a message — Hold down **SKIP/SCAN** for a few seconds, then release it to resume playing. The system beeps while the button is held down.

Stop message playback — Press and release **STOP**.

Saving Messages

The system saves your messages automatically if you do not delete them. The system can save about 12 minutes of messages, including your announcement, for up to a total of 99 messages. When memory is full, you must delete some or all messages before new messages can be recorded.

Deleting Messages

Delete all messages — Hold down **DELETE**. The system announces "Messages deleted" and the Message Window displays **0**. If you haven't listened to all of the messages, the system beeps 5 times, and does not delete messages.

Delete selected messages — Press and release **DELETE** while the message you want to delete is being played. The system beeps once, and continues with the next message. If you want to check a message before you delete it, you can press **REPEAT/SCAN** to replay a message before deleting it.

When the system reaches the end of the last message, the messages not deleted are renumbered, and the Message Window displays the total number of messages remaining in memory.

Recording a Memo

You can record a memo to be stored as an incoming message. The memo can be up to 3 minutes long, and will be played back with other messages.

- 1 Press and release **MEMO**. After the beep, speak toward the microphone.
- 2 To stop recording, press **STOP**.

When Memory is Full

The system can record approximately 12 minutes of messages, including your announcement, for up to a total of 99 messages. When memory is full, or 99 messages have been recorded, the Message Window flashes **F**. Delete messages to make room for new ones.

When memory is full, the system answers calls after 10 rings, and sounds 2 beeps instead of your announcement.

Remote Access Code

You can use many features of this answering system remotely from a touch tone phone. Most features can be accessed only after you enter a Remote Access Code, preset to **500**. You can view the Remote Access Code by tapping **CODE**.

You can change the Remote Access Code to any 3-digit number from 500-999.

- 1 Press and release **CHANGE**. The Message Window displays **CH**.
- 2 Press and release **CODE**. The system announces "First digit."
- 3 Press **SKIP/SCAN** or **REPEAT/SCAN** to change the digit.
- 4 When the Message Window displays the desired first digit, press and release **CODE**. The system announces "Second digit."
- 5 Press **SKIP/SCAN** or **REPEAT/SCAN** to change the digit.
- 6 When the Message Window displays the desired second digit, press and release **CODE**. The system announces "Third digit."
- 7 Press **SKIP/SCAN** or **REPEAT/SCAN** to change the digit.
- 8 When the Message Window displays the desired third digit, press and release **CODE**. The system announces the new Remote Access Code.

REMOTE OPERATION

Playing Messages

- 1 Dial your telephone number from a touch tone phone.
- 2 When the system answers, enter your Remote Access Code. The system announces the number of messages received, then beeps twice.
- 3 After the two beeps, wait 4 seconds, and the system plays back messages

— OR —

Press and release [7] to play all messages

— OR —

Press and release [2] to play only new messages (if there are no new messages, the system announces "No new messages.")

- 4 **To repeat a message** — Press and release [4] while the message is playing.
To repeat part of a message — Hold down [4]. To resume playing, release [4].

To skip a message — Press and release [6] while the message is playing.

To skip part of a message — Hold down [6]. To resume playing, release [6].

To stop message playback — Press and release [5].

To save messages, hang up.

Deleting Messages

To delete selected message — Press and release [3] while the message is playing.

To delete all messages — After you have listened to all messages and heard the 2 beeps, press [3], [3].

Record Announcement

- 1 Press [7], [X].
- 2 Speak after the beep, then press [5] to stop recording. The system replays your new announcement.

To review your announcement — Press [7], [7].

Record a Memo

- 1 Press [#] and begin speaking after the beep.
- 2 Press [5] when you are finished.

Room Monitor with Intercom

You can call the answering system and listen to any activity in the room.

- 1 Press [9], [7] to listen for 30 seconds.
- 2 If you wish, you can press [7] while the monitor is active to speak to someone in the room (up to 30 seconds).
- 3 Press [7] again during intercom operation to return to listening only.
- 4 Press [5] at any time to exit Room Monitor with Intercom.

Ending the Remote Access Call

Press [X], [9]. The system announces "The machine will now hang up," and disconnects from the line.

Changing Remote Access Code

- 1 Press [9], [9]. The system announces "Enter new code."
- 2 Enter your new Remote Access Code, any number between 500 and 999.
- 3 If a valid code is entered, the system announces the new Remote Access Code. If an invalid code is entered, the system beeps 5 times rapidly, then beeps twice. Repeat Steps 1 and 2.

Turn System Off

Press [8], [8].

Turn System On

When the system is off, it answers after 10 rings and beeps twice.

- 1 Press [0] to turn the system on.
- 2 The system beeps twice and is ready to answer calls and record messages. If the system beeps 5 times, the memory is full.

Memory Full

If the system answers after 10 rings and beeps twice instead of playing your announcement, it might be off or memory might be full.

- 1 Enter Remote Access Code after 2-beep signal.
- 2 Listen to messages, and delete some or all of them.
- 3 Press [0] to make sure your system is on before you hang up.

IN CASE OF DIFFICULTY

If this answering system does not work properly, try the following suggestions. If you're still having difficulty, call Lucent Technologies at 1 800 222-3111.

Message Window Is Blank

- Make sure the power cord is securely connected to both the answering system and an electrical outlet not controlled by a wall switch.



Use only the power cord supplied with this product. For a replacement, contact Lucent Technologies at 1 800 222-3111.

- Press **ON/OFF** to make sure the system is on.

Messages Are Incomplete

- The system can accept messages up to 3 minutes long. If a caller leaves a very long message, part of it might be lost when the system disconnects the call after 3 minutes.
- If the caller pauses for more than 7 seconds, the system stops recording and disconnects the call.
- If the system's memory fills up during a message, the system stops recording and disconnects the call.

System Does Not Answer After Correct Number Of Rings

- If the Toll Saver feature is in operation, the number of rings changes from four

to two when you have new messages waiting.

- In some cases, the system might be affected by the ringing system used by the local telephone company.
- If the system's memory is full, or the system is off, the system answers after 10 rings.

System Does Not Respond To Remote Commands

- Make sure you are calling from a touch tone phone. When you dial a number, you should hear tones. If you hear clicks instead, the phone is not a touch tone telephone.
- The answering system may not detect the Remote Access Code while your announcement is playing. Try waiting until the announcement is over before entering the code.
- There may be noise interference on the phone line you are using. Press dial buttons firmly.
- Make sure you are entering your Remote Access Code correctly.
- You might be calling from a phone that sends tones too short for your answering system to detect.

Power Failure Recovery

If the system is disconnected from AC power it will not operate. Your announcement and messages are retained in memory during a power failure, but you will need to reset the clock.